Step of install opengl

Install dev c++

Copy from freeglut\include\GL

Then C:\Program Files (x86)\Dev-Cpp\MinGW64\x86\_64-w64-mingw32\include\GL

Copy from freeglut\lib\x64

Then past C:\Program Files (x86)\Dev-Cpp\MinGW64\x86\_64-w64-mingw32\lib

Copy from freeglut\bin\x64

Then past C:\Windows\System32

In project property use the three linker

-lglut32

-lglu32

-lopengl32